

2010 Dale Wilson Memorial Tournament
10 and Under Rules

1. TEAMS:

- A. Teams rosters are to be submitted via the league website www.sanbrunopeeweebaseball.org and birth certificates are to be presented to the Tournament Director on the first day of the tournament. Each team is to have two (2) copies of their roster.
- B. Players must not turn 11 before May 1, 2010.

AGE	MAY	JUNE	JULY	AUG.	SEPT.	OCT.	NOV.	DEC.	JAN.	FEB.	MAR.	APR.	AGE
8	2000	2000	2000	2000	2000	2000	2000	2000	2001	2001	2001	2001	8
9	1999	1999	1999	1999	1999	1999	1999	1999	2000	2000	2000	2000	9
10	1998	1998	1998	1998	1998	1998	1998	1998	1999	1999	1999	1999	10

- C. All teams must submit an 11-15-player roster. Roster should include each player's uniform number. Only those player submitted on the rosters will be eligible to participate in tournament play. If a team has less than 15 players available, the opposing team may use the same amount of players. **A team must have a minimum of 11 players on the roster, if a team shows up with less than 11 players, the tournament director must be notified immediately so that the situation may be assessed.**
- D. All coaches and managers will be adults (minimum 18 years old). A maximum of two (2) coaches and the manager will be allowed for each team.
- E. Team Manager/Coach must report for the coin toss at home plate ten (10) minutes prior to the start of the game. The home plate umpire will be in charge of the coin toss. Tournament officials will be empowered to move start times up thirty (30) minutes if it can be warranted.
- F. Each team is to be at the field forty five (45) minutes before the scheduled start time.
- G. Only city run teams allowed in the Tournament. No County or Club teams allowed. Players must have played within their city's Baseball League.
- H. No infield practice before the game will be permitted.
- I. The home team shall occupy the 3rd base dugout.
2. REGULATION GAME:
- A. All games will be six (6) innings. **Official Baseball Rules are in effect.** (Dropped third strike, leading, stealing, infield fly rule are in effect)
- B. Run Rules: 10 after 4 innings for all games except semifinal and final.
- C. No new inning shall begin after 1 hour and 45 minutes from the scheduled start time. If a game cannot go six (6) innings, the team that is ahead with both teams having equal number of times at bat will be declared the winner. If a new inning is started within the time limit. The inning shall be completed (top and bottom of inning).
EXCEPTIONS: Games shall end in a tie, each team is awarded one (1) point. If the home team is at bat and is ahead, although not having completed its turn at bat, the game is called and the home team is declared the winner.
- D. No games will be played under protest. The umpires on the field will decide all questions of rule interpretations, with final judgment made by the tournament director or his delegate.
- E. All ground rules will be discussed with the umpires and managers prior to the start of each game.
- F. **Home Team will be the official score keeper and will be handed the official scorebook prior to their game. The official book shall be kept in a professional manner, listing team name, players names, numbers and positions. After the game the completed score book must turned over to the umpires.**
3. DIMENSIONS:

- A. Bases – 65 Feet.
 - B. Pitching Rubber – 46 Feet.
 - C. Outfield – Open
4. DEFENSE:
- A. Every roster player in attendance must play a minimum of two (2) consecutive defensive innings.
EXCEPTIONS: If the game ends after five (5) innings each player must have played a minimum of one (1) defensive inning. If the game ends after four (4) innings this rule does not apply.
 - B. Catchers **MUST** use a catcher's glove, **NO EXCEPTIONS!**
 - C. There will be nine (9) defensive players on the field.
5. BATTING:
- A. Teams will have a continuous batting order through the entire lineup.
 - B. One (1) offensive time out allowed per inning for purposes of conferring (coach and player). Penalty is a strike on the batter.
6. BASE RUNNING:
- A. Runners may lead from any base and steal any base including home.
 - B. It is the base runner's responsibility to avoid contact with the fielder when he has the ball. Slide or avoid is in effect at all times. Intentionally running into a fielder who is in possession of the ball is grounds for ejection. If a defensive player interferes with the ability of the base runner to safely cross the base or any additional base by standing on the base, the runner shall be entitled to an additional base.
7. PITCHING:
- A. There are no pitching limitations. Pitchers must be removed upon the second visit to the mound or field by any coach in the same inning. If a coach calls time, and crosses the foul line to confer with any player, this shall be considered a visit for that inning.
 - B. A pitcher cannot reappear in the pitching position in a game that he has already held the pitching position.
 - C. Pitchers will pitch from 46 feet.
 - D. To intentionally walk a batter, a coach simply needs to inform the umpire and point to first base. No pitches are to be thrown.
 - E. Under the discretion of the umpires, balk rules will be enforced, there will be one warning given to a pitcher.
8. SUBSTITUTIONS:
- A. There are no courtesy runners allowed.
 - B. Free defensive substitutions.
9. EQUIPMENT:
- A. All players are encouraged to wear protective cups.
 - B. No metal cleats will be allowed.
 - C. Big barrel bats will be allowed.
10. TOURNAMENT FORMAT 10U **BOTH BRACKETS:**
- A. Pool Play in each division, each team to play 3 game minimum.
 - B. Four (4) teams make medal play, top 2 teams in each pool
 - C. Seeding is through point system. Each pool winner will be seeded based on points, then fewest runs allowed, then coin toss.
 - C. Points are: 2 points for win, 1 point for tie, 0 points for loss.
 - D. In medal play, the highest seed will have the option of being the home team.
 - E. Pool winner of Pool 1 plays 2nd place Pool 2, Pool Winner of Pool 2 plays 2nd place Pool 1
11. TIE BREAKERS (Pool Winners)
- A. Points earned
 - B. Head-to-Head
 - C. Fewest Runs Allowed
 - D. Highest Run Differential
 - E. Coin Toss
12. TIE BREAKERS (Pool 1 & 2 Third & Fourth)

- A. Points earned
- B. Fewest runs allowed
- C. Coin toss
- C. Seeding is through point system. Each pool winner will be seeded based on points, then fewest runs allowed, then coin toss.
- D. Points are: 2 points for win, 1 point for tie, 0 points for loss.
- E. In medal play the higher seed shall have the option of being the home team.

14. CONDUCT REGULATIONS:

- A. Any player, coach, manager, or spectator who acts in an unsportsmanlike manner will be warned once by the umpire or a tournament official. The second time, that person will be removed from the field. If in the judgment of the umpire or tournament official, the offense is of a more serious nature, that person may be ejected without a warning having been issued.
- B. Any player, coach, manager, or spectator ejected from a game shall be suspended from all further tournament play of participation subject to the Tournament Director's discretion.